HAWKER

Statistics for the Taskforce fast Play Rules

HAWKER REGENT CLASS

TIER 1
CARRIER
SQUADRON SIZE 1

POINTS COST 195

M"	DR	HP	CP	PD	SH
6	7	7	5	5	1

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (P+S)	-	6	7	-
NUCLEAR WEAPONS (360°)	NUCLEAR	6	8	-
CYBERWARFARE WEAPON (360°)	CYBER	8	9	-
TORPEDOES (F)	-	5	5	6
BOMBERS (X1)	-	13	13	-
INTERCEPTOR (X2)	-	6	6	-

MARS

★ Requisition (Cruiser)

HAWKER STALWART CLASS

TIER 3
ESCORT
SQUADRON SIZE 1-3

POINTS COST 20

M"	DR	HP	CP	PD	SH
8	5	2	1	3	1

WEAPON	MAR	PB	EF	LR
-	-	-	-	-
-	-	-	-	-

MARS

★ Difficult Target
Escort
Secured Bulkheads

HAWKER EXCELSIOR CLASS

TIER 1
BATTLESHIP
SQUADRON SIZE 1

POINTS COST 240

M"	DR	HP	CP	PD	SH
6	9	9	6	6	2

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (F)	-	9	10	7
GUNNERY BATTERY (P+S)	-	6	7	-
GUNNERY TURRET (360°)	NUCLEAR	8	9	5
CYBERWARFARE WEAPON (360°)	CYBER	8	9	-
TORPEDOES (360°)	-	6	7	8

MARS

★ Secured Bulkheads

HAWKER RESOLUTE CLASS

TIER 2
CRUISER
SQUADRON SIZE 2-3

POINTS COST 65

M"	DR	HP	CP	PD	SH
8	6	5	4	3	1

WEAPON	MAR	PB	EF	LR
NUCLEAR WEAPONS (360°)	NUCLEAR	4	6	-
GUNNERY TURRET (P+S)	-	4	6	-
TORPEDOES (F)	-	4	4	5

MARS

★

HAWKER ENDEAVOR CLASS

TIER 3
FRIGATE
SQUADRON SIZE 2-4

POINTS COST 35

M"	DR	HP	CP	PD	SH
10	5	2	1	2	0

WEAPON	MAR	PB	EF	LR
GUNNERY TURRET (P+S)	-	4	5	-
TORPEDOES (F)	-	3	3	4

MARS

★ Difficult Target
Secured Bulkheads

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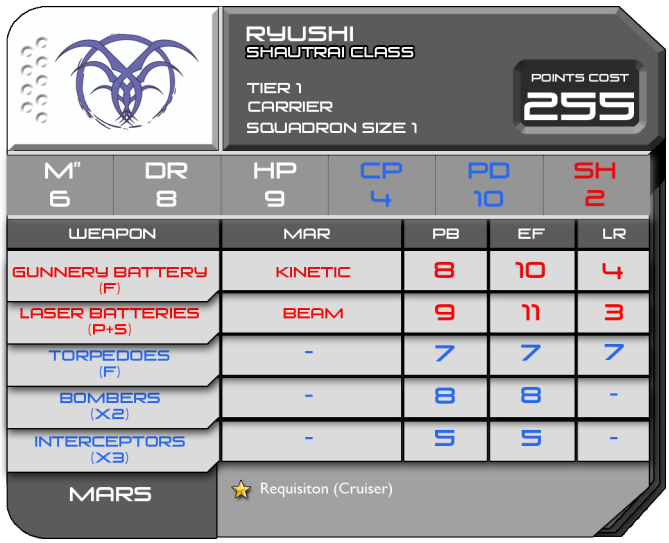
RYUSHI

Statistics for the Taskforce fast Play Rules



RYUSHI
SHAUTRAI CLASS

TIER 1
CARRIER
SQUADRON SIZE 1

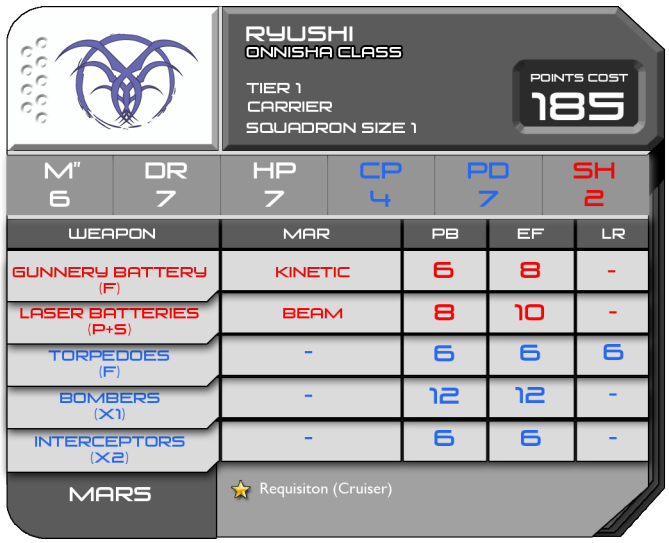
POINTS COST **255**

M"	DR	HP	CP	PD	SH
6	8	9	4	10	2

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (F)	KINETIC	8	10	4
LASER BATTERIES (P+S)	BEAM	9	11	3
TORPEDOES (F)	-	7	7	7
BOMBERS (X2)	-	8	8	-
INTERCEPTORS (X3)	-	5	5	-

MARS

★ Requisiton (Cruiser)



RYUSHI
ONNISHA CLASS

TIER 1
CARRIER
SQUADRON SIZE 1

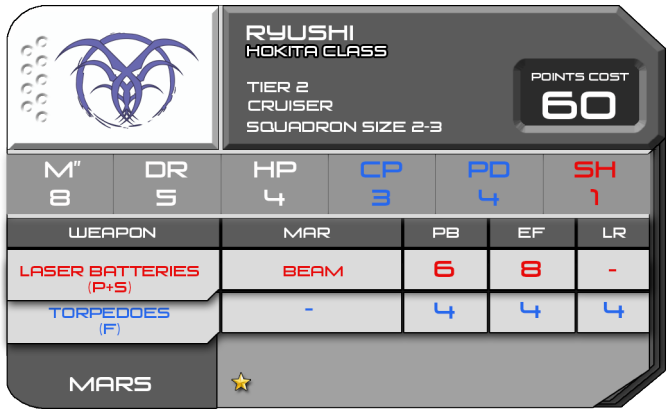
POINTS COST **185**

M"	DR	HP	CP	PD	SH
6	7	7	4	7	2

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (F)	KINETIC	6	8	-
LASER BATTERIES (P+S)	BEAM	8	10	-
TORPEDOES (F)	-	6	6	6
BOMBERS (X1)	-	12	12	-
INTERCEPTORS (X2)	-	6	6	-

MARS

★ Requisiton (Cruiser)



RYUSHI
HOKITA CLASS

TIER 2
CRUISER
SQUADRON SIZE 2-3

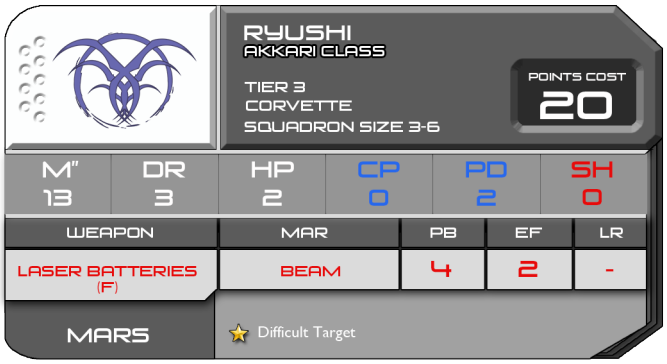
POINTS COST **60**

M"	DR	HP	CP	PD	SH
8	5	4	3	4	1

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (P+S)	BEAM	6	8	-
TORPEDOES (F)	-	4	4	4

MARS

★



RYUSHI
AKKARI CLASS

TIER 3
CORVETTE
SQUADRON SIZE 3-6

POINTS COST **20**

M"	DR	HP	CP	PD	SH
13	3	2	0	2	0

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (F)	BEAM	4	2	-

MARS

★ Difficult Target

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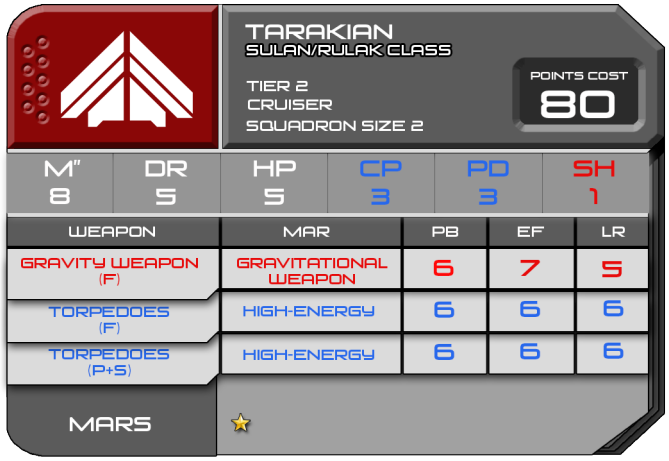
TARAKIAN

Statistics for the Taskforce fast Play Rules



TARAKIAN
SULAN/RULAK CLASS

TIER 2
CRUISER
SQUADRON SIZE 2

POINTS COST **80**

M"	DR	HP	CP	PD	SH
8	5	5	3	3	1

WEAPON	MAR	PB	EF	LR
GRAVITY WEAPON (F)	GRAVITATIONAL WEAPON	6	7	5
TORPEDOES (F)	HIGH-ENERGY	6	6	6
TORPEDOES (P+S)	HIGH-ENERGY	6	6	6

MARS

★

TARAKIAN
TARL/KURAR CLASS

TIER 3
FRIGATE
SQUADRON SIZE 2-5

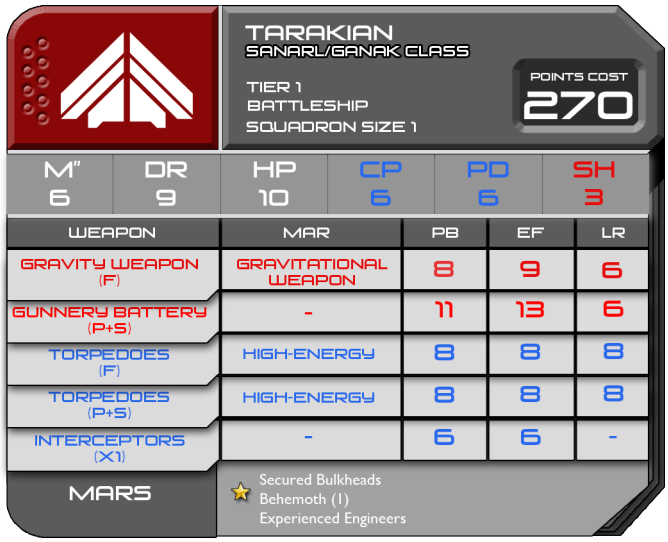
POINTS COST **35**

M"	DR	HP	CP	PD	SH
10	4	2	2	1	1

WEAPON	MAR	PB	EF	LR
GRAVITY WEAPON (F)	GRAVITATIONAL WEAPON	3	4	2
TORPEDOES (P+S)	-	4	3	2

MARS

★ Difficult Target



TARAKIAN
SANARL/GANAK CLASS

TIER 1
BATTLESHIP
SQUADRON SIZE 1

POINTS COST **270**

M"	DR	HP	CP	PD	SH
6	9	10	6	6	3

WEAPON	MAR	PB	EF	LR
GRAVITY WEAPON (F)	GRAVITATIONAL WEAPON	8	9	6
GUNNERY BATTERY (P+S)	-	11	13	6
TORPEDOES (F)	HIGH-ENERGY	8	8	8
TORPEDOES (P+S)	HIGH-ENERGY	8	8	8
INTERCEPTORS (X1)	-	6	6	-

MARS

★ Secured Bulkheads
Behemoth (1)
Experienced Engineers

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TERQUAI

Statistics for the Taskforce fast Play Rules

TERQUAI RESULKA CLASS

TIER 1
DREADNOUGHT
SQUADRON SIZE 1

POINTS COST 315

M"	DR	HP	CP	PD	SH
7	10	10	8	8	2

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (P/S)	HIGH-ENERGY	15	18	5
LASER BATTERIES (F)	BEAM	10	13	-
TORPEDOES (360°)	CORROSIVE	8	8	8

MARS

★ Special Forces
Strategic Asset (+3)
Minefield

TERQUAI ALKONOST CLASS

TIER 1
CARRIER
SQUADRON SIZE 1

POINTS COST 240

M"	DR	HP	CP	PD	SH
7	8	7	7	5	2

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (P/S)	HIGH-ENERGY	9	12	4
LASER BATTERIES (F)	BEAM	8	10	-
TORPEDOES (360°)	CORROSIVE	7	7	7
BOMBERS (X1)	-	12	12	-
INTERCEPTORS (X2)	-	4	4	-

MARS

★ Minelayer
Special Forces
Requisiton (Cruiser)

TERQUAI AURAL/AKULKUN CLASS

TIER 2
ASSAULT CRUISER
SQUADRON SIZE 2-3

POINTS COST 75

M"	DR	HP	CP	PD	SH
9	6	4	6	3	1

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (P/S)	HIGH-ENERGY	4	7	-
LASER BATTERIES (F)	BEAM	5	6	-
TORPEDOES (P/S)	-	4	4	4

MARS

★ Minelayer
Special Forces

TERQUAI TURALE/MAKALU CLASS

TIER 2
TORPEDO CRUISER
SQUADRON SIZE 2-3

POINTS COST 80

M"	DR	HP	CP	PD	SH
8	6	4	2	2	1

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (P/S)	HIGH-ENERGY	4	8	2
LASER BATTERIES (F)	BEAM	4	6	-
TORPEDOES (P/S)	CORROSIVE	7	7	7

MARS

★

TERQUAI SULAR CLASS

TIER 3
FRIGATE
SQUADRON SIZE 2-4

POINTS COST 30

M"	DR	HP	CP	PD	SH
11	5	2	2	1	0

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (P/S)	-	3	4	-
TORPEDOES (360°)	-	3	3	3

MARS

★ Difficult Target
Pack Hunter

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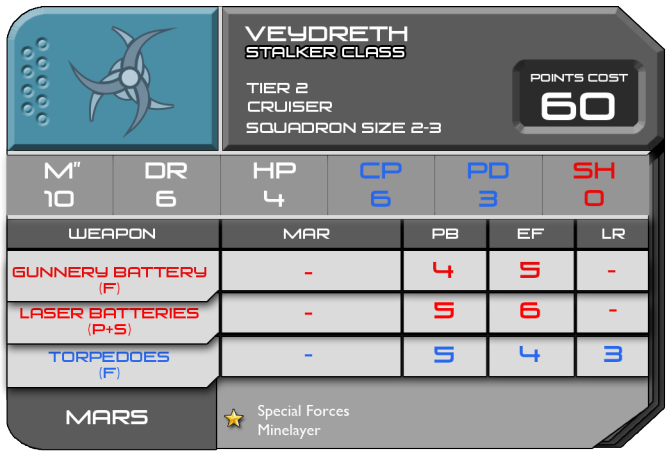
VEYDRETH

Statistics for the Taskforce fast Play Rules



VEYDRETH
STALKER CLASS

TIER 2
CRUISER
SQUADRON SIZE 2-3

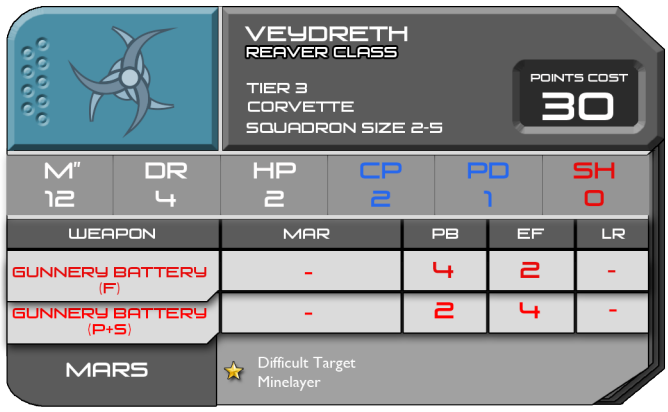
POINTS COST **60**

M"	DR	HP	CP	PD	SH
10	6	4	6	3	0

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (F)	-	4	5	-
LASER BATTERIES (P+S)	-	5	6	-
TORPEDOES (F)	-	5	4	3

MARS

★ Special Forces
Minelayer



VEYDRETH
REAVER CLASS

TIER 3
CORVETTE
SQUADRON SIZE 2-5

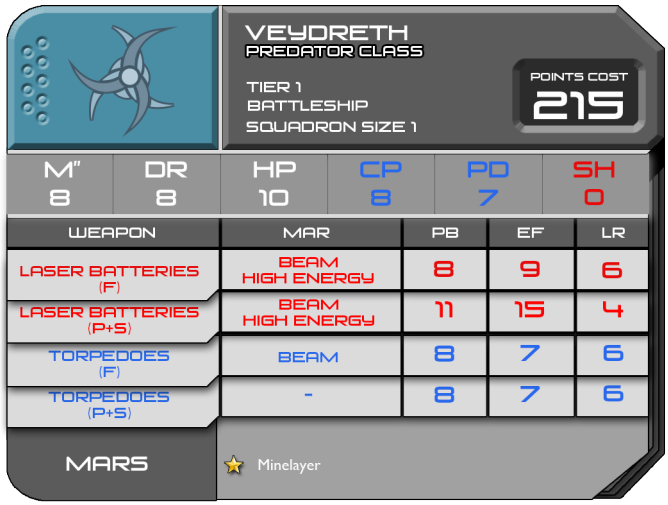
POINTS COST **30**

M"	DR	HP	CP	PD	SH
12	4	2	2	1	0

WEAPON	MAR	PB	EF	LR
GUNNERY BATTERY (F)	-	4	2	-
GUNNERY BATTERY (P+S)	-	2	4	-

MARS

★ Difficult Target
Minelayer



VEYDRETH
PREDATOR CLASS

TIER 1
BATTLESHIP
SQUADRON SIZE 1

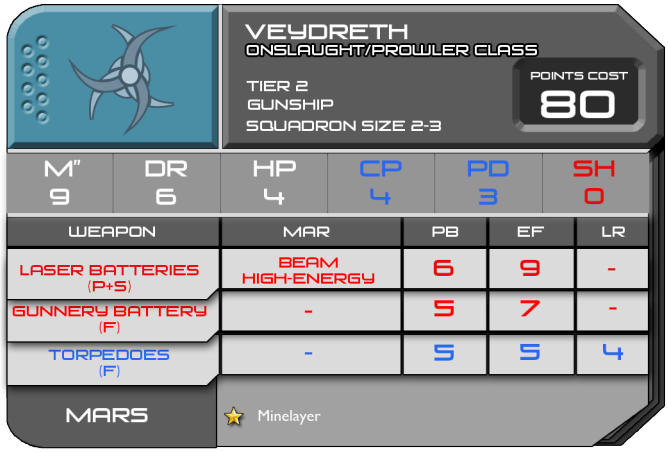
POINTS COST **215**

M"	DR	HP	CP	PD	SH
8	8	10	8	7	0

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (F)	BEAM HIGH ENERGY	8	9	6
LASER BATTERIES (P+S)	BEAM HIGH ENERGY	11	15	4
TORPEDOES (F)	BEAM	8	7	6
TORPEDOES (P+S)	-	8	7	6

MARS

★ Minelayer



VEYDRETH
ONSLAUGHT/PROWLER CLASS

TIER 2
GUNSHIP
SQUADRON SIZE 2-3

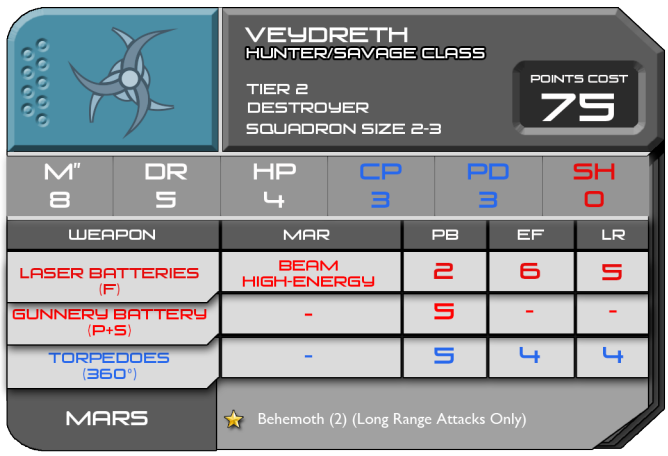
POINTS COST **80**

M"	DR	HP	CP	PD	SH
9	6	4	4	3	0

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (P+S)	BEAM HIGH-ENERGY	6	9	-
GUNNERY BATTERY (F)	-	5	7	-
TORPEDOES (F)	-	5	5	4

MARS

★ Minelayer



VEYDRETH
HUNTER/SAVAGE CLASS

TIER 2
DESTROYER
SQUADRON SIZE 2-3

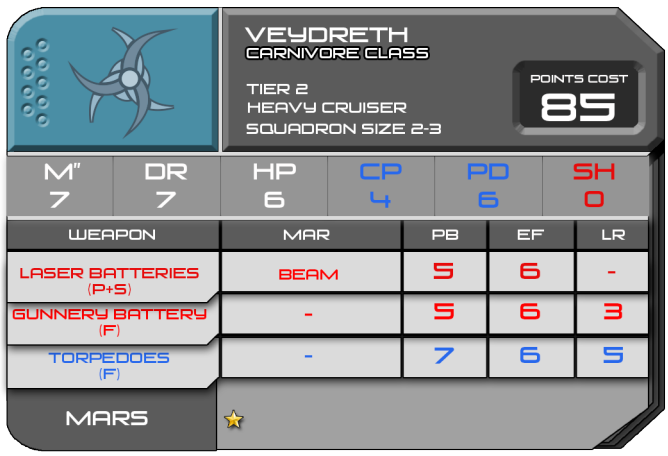
POINTS COST **75**

M"	DR	HP	CP	PD	SH
8	5	4	3	3	0

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (F)	BEAM HIGH-ENERGY	2	6	5
GUNNERY BATTERY (P+S)	-	5	-	-
TORPEDOES (360°)	-	5	4	4

MARS

★ Behemoth (2) (Long Range Attacks Only)



VEYDRETH
CARNIVORE CLASS

TIER 2
HEAVY CRUISER
SQUADRON SIZE 2-3

POINTS COST **85**

M"	DR	HP	CP	PD	SH
7	7	6	4	6	0

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (P+S)	BEAM	5	6	-
GUNNERY BATTERY (F)	-	5	6	3
TORPEDOES (F)	-	7	6	5

MARS

★

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XELOCIAN

Statistics for the Taskforce fast Play Rules

XELOCIAN TINDAKU CLASS

TIER 2 CRUISERS
SQUADRON SIZE 2-4

POINTS COST 75

M"	DR	HP	CP	PD	SH
9	5	4	4	3	2

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (P+S)	BEAM CORROSIVE	4	5	-
LASER BATTERIES (F)	BEAM CORROSIVE	5	5	2
TORPEDOES (F)	-	4	4	5

MARS

★

XELOCIAN SHANIRI CLASS

TIER 3 FRIGATE
SQUADRON SIZE 2-5

POINTS COST 20

M"	DR	HP	CP	PD	SH
12	4	2	2	1	1

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (P+S)	BEAM	1	2	-
LASER BATTERIES (F)	BEAM	3	3	-

MARS

★ Difficult Target

XELOCIAN LARSHAN CLASS

TIER 3 ESCORT
SQUADRON SIZE 2-3

POINTS COST 15

M"	DR	HP	CP	PD	SH
12	4	2	3	1	1

WEAPON	MAR	PB	EF	LR
-	-	-	-	-

MARS

★ Escort
Difficult Target

XELOCIAN KINDARTU CLASS

TIER 1 BATTLESHIPS
SQUADRON SIZE 1

POINTS COST 220

M"	DR	HP	CP	PD	SH
7	8	8	5	5	3

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (P+S)	BEAM CORROSIVE	8	10	-
LASER BATTERIES (F)	BEAM CORROSIVE	11	15	6
TORPEDOES (F)	-	7	7	9
INTERCEPTORS (X1)	-	+3PD	+3PD	-

MARS

★

XELOCIAN HULAKA CLASS

TIER 1 DREADNOUGHT
SQUADRON SIZE 1

POINTS COST 340

M"	DR	HP	CP	PD	SH
6	9	10	7	6	3

WEAPON	MAR	PB	EF	LR
LASER BATTERIES (P+S)	BEAM CORROSIVE	12	11	-
LASER BATTERIES (F)	BEAM CORROSIVE	14	15	10
TORPEDOES (F)	-	8	8	9
BOMBERS (X2)	-	8	8	-
INTERCEPTORS (X1)	-	4	4	-

MARS

★ Behemoth (2 Boarding)
Elite Crew
Strategic Asset (+3)

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